

Unit 12

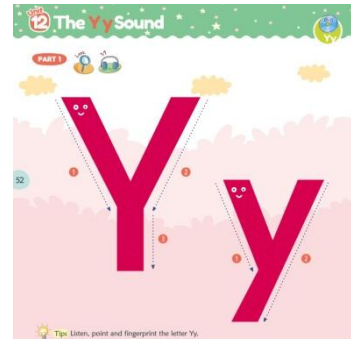
The Yy Sound- Part 1

Teaching Goal

- To be able to recognize and identify the upper and lower case of **Yy**.
- To be able to remember the letter **Yy** and the sound it makes.
- To be able to trace the letter with correct strokes.

Materials

- ✓ ACD Track 39
- ✓ DVD **Yy**
- ✓ LivePen
- ✓ Ink pad, crayons or markers
- ✓ Flashcard and photocopies of various toys, food, colors and the letter **Yy**
- ✓ A stuffed toy



Time

1.5 hrs (80 minute lesson + 10 minute break time)

Warm-up/ Circle Time (15 Minutes)

Q: “Which do you like? _____ or _____?”

A: “I like _____.”

1. Show the students the flashcards or pictures of 2 kinds of food and introduce the sentence patterns to them.
2. Tell the students when to ask the question and how to respond to the question when other people ask them.
3. Practice the sentence patterns with the students with different flashcards or can even take some of the toys or teaching kits if you can find them in the classroom.



Teaching Tips

- ☆ Make sure each student gets a turn answering and **give encouragements and reward them with “Well done!” or “Excellent work!”**

Introduction of the Alphabet (15 Minutes)

1. Introduce the letter **Yy** and the sound to the students.
2. Say the letter slowly and ask the students to repeat as a group or individually.
3. Ask the students to follow you and trace the letter with their fingers up in the air.



Play **ACD Track 39** during the teaching.



For IRS Pen ONLY



Feel free to use IMS mode. Just point to a picture, IRS Pen will AUTOMATICALLY play a video.

Activity Time (25 Minutes)

Game: Sing a song and Pass it along...

1. Ask the students to sit around in a circle.
2. Show a flashcard of a letter or stick the letter on a stuffed toy
3. Pick a song which everyone is familiar with and while singing the song, the letter will pass around in the circle.
4. The teacher will control the singing speed of the song, the students would have to follow along and also pass the letter according to the speed of the song.
5. Once the song is ended, the one who is holding the letter must stand up, call out the letter and say the sound the letter makes.
6. Use different letters to help the students review the previous letters.



Need to assist and encourage some slow-learners to keep on trying and not to give-up!

Game: Ostrich game

1. Pair up students and attach flashcards of letters to their backs.
2. The object of the game is to look at the other student's flash card and yell out the letter before they see yours.



Do still need to remind the students some safety rules before the game.

Student's Book- Let's do it! (15 Minutes)

1. Open Student's book to Unit 12 Part 1 and ask the students to trace the letter **Yy** with their fingers.
2. Ask the students to say the name and sound of the letter.
3. Use ink pad or crayons or markers and fingerprint or color the letter with correct strokes.
4. Reward the students with some encouragements: stars/stickers/hugs/high-fives.



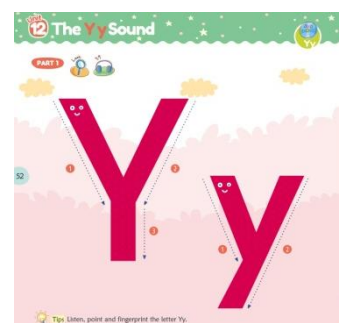
Teaching Tips




Listen, point and fingerprint or color the letter Yy.

Wrap-up/ Review (10 Minutes)

1. Show the students the flashcard of **Yy** and review as a class.



2. Saying Goodbye to the letter and place it on the Alphabet wall.

 Play **DVD** Yy during the review.

【Feel free to use the LivePen during your lessons】